# EAST Search History

| Ref # | Hits | Search Query | DBs | Default Operator | Plurals | Time Stamp |
|---|---|---|---|---|---|---|
| L5 | 643 | (345/423).CCLS. | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2008/08/28 15:19 |
| L11 | 0 | (((interect$4 or penetrat$4 or hit or touch$4) with (ray or line or path)) same (mesh or polygon$4 or object or shape or lattice) same (bound$4) same ((tight$4 or constrain$4 or wrap$4 or cover$4) with (mesh or polygon$4 or object or shape or lattice)) same ((inner or interio$4 or inset or insid$4) with bound$4) same ((outer or exteri$4 or extern$4 or outsid$4) with bound$4)).clm. | US-PGPUB | OR | ON | 2008/08/28 15:19 |
| L15 | 0 | (((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm. | US-PGPUB | OR | ON | 2008/08/28 15:20 |
| L16 | 0 | (((interect$4 or penetrat$4 or hit or touch$4) with (ray or line or path)) same (mesh or polygon$4 or object or shape or lattice) same (bound$4) same ((tight$4 or constrain$4 or wrap$4 or cover$4) with (mesh or polygon$4 or object or shape or lattice)) same ((inner or interio$4 or inset or insid$4) with bound$4) same ((outer or exteri$4 or extern$4 or outsid$4) with bound$4)).clm. | US-PGPUB | OR | ON | 2008/08/28 15:20 |
| L17 | 0 | (((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm. | US-PGPUB | OR | ON | 2008/08/28 15:20 |
| L18 | 0 | (((interect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull)).clm. | US-PGPUB | OR | ON | 2008/08/28 15:22 |
| L20 | 1270 | (345/420).CCLS. | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB | OR | OFF | 2008/08/28 15:38 |
| L21 | 1 | (convex with hull) and (((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) same bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) same bound$4) and ((intersect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice or primitiv$4) and (bound$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm. | US-PGPUB | OR | ON | 2008/08/28 15:39 |
| L22 | 0 | (convex with hull) and (((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) same bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) same bound$4) and ((intersect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice or primitiv$4) and (bound$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm. and 20 | US-PGPUB | OR | ON | 2008/08/28 15:39 |
| L23 | 0 | (((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm. and 20 | US-PGPUB | OR | ON | 2008/08/28 15:39 |

| L25 | 0 | (((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm. and 20 | US-PGPUB | OR | ON | 2008/08/28 15:39 |
|------|---|---|---|---|---|---|
| L27 | 1 | (convex with hull) and (((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) same bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) same bound$4) and ((intersect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice or primitiv$4) and (bound$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm. and 5 | US-PGPUB | OR | ON | 2008/08/28 15:39 |
| L28 | 0 | (((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm. and 5 | US-PGPUB | OR | ON | 2008/08/28 15:40 |
| L30 | 0 | (((tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) with (link$4 or connect$4)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull) and ((insterect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (local with neighbor) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice))).clm. and 5 | US-PGPUB | OR | ON | 2008/08/28 15:40 |
| L31 | 0 | (((interect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull)).clm. and 5 | US-PGPUB | OR | ON | 2008/08/28 15:40 |
| L39 | 0 | (((intersect$4 or penetrat$4 or hit or touch$4) with (ray or line or path)) same (mesh or polygon$4 or object or shape or lattice) same (bound$4) same ((tight$4 or constrain$4 or wrap$4 or cover$4) with (mesh or polygon$4 or object or shape or lattice)) same ((inner or interio$4 or inset or insid$4) with bound$4) same ((outer or exteri$4 or extern$4 or outsid$4) with bound$4)).clm. and 20 | US-PGPUB | OR | ON | 2008/08/28 15:43 |
| L40 | 0 | (((intersect$4 or penetrat$4 or hit or touch$4) and (ray or line or path)) and (mesh or polygon$4 or object or shape or lattice) and (bound$4) and (tessellat$4 or subdivis$4 or subdivid$4 or tesellat$4) and ((tight$4 or constrain$4 or wrap$4 or cover$4) and (mesh or polygon$4 or object or shape or lattice)) and ((inner or interio$4 or inset or insid$4) and bound$4) and ((outer or exteri$4 or extern$4 or outsid$4) with bound$4) and (convex with hull)).clm. and 20 | US-PGPUB | OR | ON | 2008/08/28 15:43 |
| L41 | 1 | (((intersect$4 or penetrat$4 or hit or touch$4) with (ray or line or path)) same (mesh or polygon$4 or object or shape or lattice) same (bound$4) same ((tight$4 or constrain$4 or wrap$4 or cover$4) with (mesh or polygon$4 or object or shape or lattice)) same ((inner or interio$4 or inset or insid$4) with bound$4) same ((outer or exteri$4 or extern$4 or outsid$4) with bound$4)).clm. and 5 | US-PGPUB | OR | ON | 2008/08/28 15:43 |